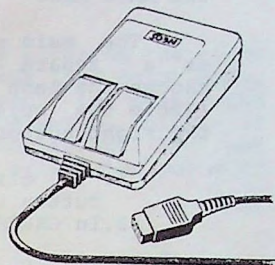


NEOS

NEOS MOUSE & CHEESE for Commodore 64/128
INSTRUCTION MANUAL
Graphic tools for COMMODORE COMPUTERE 64/128

Congratulations on your purchase of the NEOS MOUSE & CHEESE. The NEOS MOUSE is an excellent input device with which you can give various instructions singlehanded to a computer while watching the TV screen, etc.

Before using the mouse, please read this manual carefully for the most out of the NEOS mouse and the supporting software "CHEESE".



Commodore 64/128 are registered trademarks of Commodore Business Machines, Inc.
NEOS is a trademark of NIHON ELECTRONICS CO., LTD.
Copyright © 1985 by NIHON ELECTRONICS CO., LTD.
3-6, Minamiaoyama 7-chome, Minato-ku, Tokyo 107, Japan.

Starting Up

MOUSE & TAPE CHEESE

- (1) Turn OFF the power of the computer.
- (2) Connect the data recorder to the computer.
- (3) Turn ON the computer and place the tape CHEESE in the recorder.
- (4) Type LOAD"CHEESE",1,1 and press RETURN.
- (5) Press the LOAD or PLAY button on the recorder.
- (6) When the computer signals READY, type SYS4096 and press RETURN.
- (7) After the CHEESE has got started, connect the mouse to CONTROL PORT 2.

- Note:
1. Remove the sponge from the rear cover of the mouse before using.
 2. If the computer doesn't signal READY after loading, press RUN/STOP.
 3. Whenever you want to type the keyboard, take off the mouse from the computer.

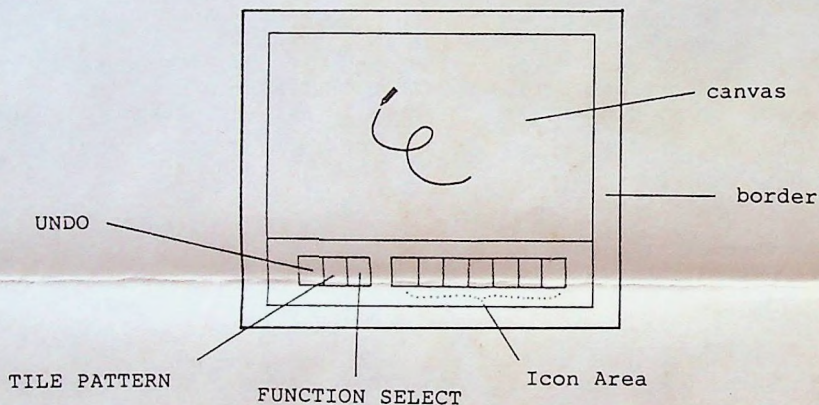
BASIC OPERATION OF THE MOUSE

Move the cursor	Move the mouse on the desk. The cursor moves as the mouse does.
Select an icon	Move the cursor to desired icon and click the right button.
Determine the area by rubber band effect	Position the cursor at one corner of the area. Press and holding down the right button, move the mouse. You will see that the mouse drags the rubber band square. Bring the cursor to the another corner of the area and release the right button to determine.

THE MAIN MENU

The main menu contains each of the program functions shown as a square with an icon that symbolizes the function. To choose the menu item you want, simply move the mouse on the desk (=move the cursor on the screen) to the desired icon and click the right button of the mouse.

- 1."To click the right button" is to press the right button of the mouse and release it immediately.
- 2.In CHEESE you only use the right button of the mouse.



ICONS



UNDO

Move the cursor to the UNDO icon and click the right button. You can clear the latest step.



TILE PATTERN

Move the cursor to the TILE PATTERN icon and click the right button. You will get another tile pattern.



FUNCTION SELECT

Move the cursor to the FUNCTION SELECT icon and click the right button. You will get another 7 icons in the Icon Area.

When you select an icon from the Icon Area by clicking the right button, the rabbit mark will change into the selected icon.

HOW TO DRAW

How to select the color

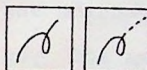


Select an icon from the Icon Area by clicking the right button. Then the Icon Area will change into color menu. When you select the color you want to draw, the border color will change into the selected color. If you want to change the cursor color, select Ink pot icon to change into Cursor icon and select the color of the cursor.



Straight line

Position the cursor at one end of line to be drawn, then move the mouse while holding down the right button and release it at the other end.



Free line, Dotted line

Move the mouse while holding down the right button. Lines, solid or dotted, are drawn exactly as you move the mouse.



Box, Box filling

Position the cursor at one corner of box to be drawn, then move the mouse while holding down the right button and release it at another corner.



Circle, Circle filling

Click the right button at the central point of a circle, then move the mouse while holding down the right button and release it at the circumferential point. You can draw an oval, too.



Loupe/ Enlarges a small area where the cursor is located.

Press and hold the right button on the mouse, the cursor appears as a tiny square inside the canvas. Move the tiny square while holding the right button and release it at the area you want to enlarge.

This command enables you to draw a picture dot by dot, clicking on the right button.



Palette / Changes the color of a picture into another.

(1) Click the right button at an original color.

(2) Position the cursor at one corner of the area you want to change the color, then move the mouse while holding down the right button and release it at another corner.

(3) You can select the new color repeatedly.

(4) Click the right button at Palette icon after you determine the new color.



Paint / Paints an enclosed area of the picture.

Position the cursor inside of area to be painted and click the right button. the area will be painted with selected color and with selected tile pattern.

Note: The Paint may leak out of an area that is not completely enclosed.



Clear Screen

Select the canvas color by clicking the right button.

The whole of the picture on the canvas is painted with the selected color.

To get back the picture, select the Undo icon before drawing anything on the new canvas.



Scrolling / Scrolls the canvas up and down.

While holding down the right button, move the mouse upward or downward.



Copying

Position the cursor at one corner of area to be copied, then move the mouse while holding down the right button and release it at another corner.

Bring the cursor to the upper left corner of the destination area and click the right button.



Reverse

Position the cursor at one corner of area to be reversed, then move the mouse while holding down the right button and release it at another corner.

Then two reverse menu will appear in the Icon Area and you can select one by clicking the right button repeatedly.



Pencil thickness

Select the thickness of the pencil line from among three thickness in the menu by clicking the right button.



Mirror effect / Creates an axis (or axes) of symmetry.

Select any number of axes by clicking the right button.

To cancell the Mirror effect, click the right button at selected axis (or axes).



Load / Retrieve a picture from a tape.

Make sure the recorder is connected to the computer.

Press LOAD or PLAY button on the recorder.

To start loading, position the cursor on the canvas and click the right button.



Save / Stores a picture in a tape.

Make sure the recorder is connected to the computer.

Press SAVE or RECORD button on the recorder.

To start saving , position the cursor on the canvas and click the right button.



Print / Print pictures on the dotmatrix (B&W) printer.

Commodore ; MPS 801, MPS 803, VIC 1525 are supported.

Make sure the printer is turned on and ready to print.

Position the cursor on the canvas and click the right button to begin printing.

Note: When you want to stop Loading, Saving or printing, press RUN/STOP key.



Spray / Spray selected color with selected tile pattern.

Follow directions for Free line.



Canvas color / Changes the canvas color.

Select canvas color in the color menu.

You can change the color of canvas, leaving a picture intact.

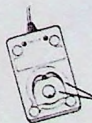
IN CASE SUCH AS:

- The cursor has vanished.
Use different colors for the cursor and for the screen.
- The pencil leaves no traces.
Use different colors for the pencil and for the screen.
- Would like to erase a part of a picture
Change the pencil color into that of the screen and paint out that part of the picture with the "Free line " command.
(The "Loupe" command would be convenient.)
- Would like to erase the whole picture
Use the "Clear Screen" command.
- Would like to change the color of the background, leaving a picture intact.
Using the "Canvas color" command, change the color of the background.
- The "Pint" command didn't come off.
Use the "Undo command".
- The cursor wouldn't move freely.
Take off the lid and remove dust from within the Mouse and the ball.
 - How to take out the ball from the Mouse
 - (1) Place the Mouse face downward.
 - (2) Take off the lid by giving a strong pull at the edge of the hole in the direction of an arrow.
 - (3) Remove the ball as illustrated.



-How to reset the ball

- (1) Place the Mouse face downward and insert the ball.
- (2) Lay the lid parallel to the base.
- (3) With your finger tip pull the edge of the hole in the direction of an arrow until you hear a click.



Be sure the rear cover is properly aligned.



THE JOYSTICK MODE OF NEOS MOUSE

This is the mode in which software supporting JOYSTICK is used. In order to convert the mouse to the JOYSTICK mode, turn off the power of the MSX computer and, holding down the left button of the Mouse, turn on the power again.

Owing to the fundamental difference in the functions of the mouse and the joystick, jerky movement of the picture may occur on the screen. In some cases, you may find the Mouse practically unusable.

SPECIFICATIONS

Size: 34mm/103mm/63.3mm (height/length/width)

Weight: 200 grams (incl. a cord)

Length of cord: 1.2m

Mechanism : Mechanical mouse (optical encoder used)

Processor : 4-bit CPU

Power : +5V (from control port)

Power consumption : 25mA

Working temperature : 0 C- +40 C